JOHN MADDEN™

FOOTBALL

JOHN MADDEN FOOTBALL
ELECTRONIC ARTS'
JOHN MADDEN
FOOTBALL
APL

The 10 Commandments
According to Madden

1. Play 11-man football. "Hey, if there aren't 11 players, it isn't real football."

2. Use real players. "I want the **All-Madden Team**. The big boys. The flakes. The crazies . . . my guys."

3. Call plays from my offensive and defensive playbooks. "I'm the coach, we use my plays. 81 plays in each covers the basics."

4. Design your own plays. "If I pop in the right play at the right time—POW—6 points."

5. Give me realistic gameplay. "There's a ton of goofball things that can happen on any given play like missed blocks, jukes and pancakes."

6. Select Player Controlled Action or Computer Action. "Sometimes I want to take a handoff, hit the Umph Button and jam it down your throat."

7. Don't forget gameday conditions. "Some guys aren't mudders. Some guys can't hold a block on grass. That's real football. That's in the game."

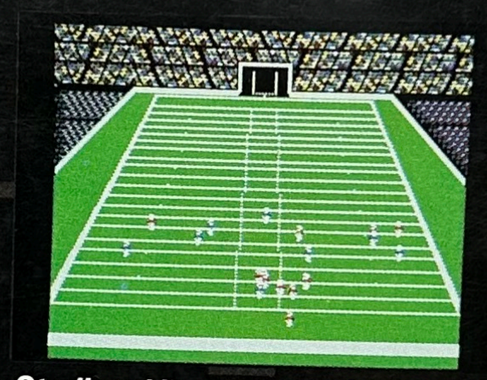
8. Call audibles. "If I don't like what I see when we line up I have to get out of it. One wrong play blows the whole game or costs the coach his job."

9. Put in all the other stuff that happens. "Injuries, penalties, timeouts, turnovers, interceptions, situation substitutions—they're a part of the game."

10. Make your own league. "When I build my own teams I need every pro player, player rating and key stat. I l-o-v-e being the commissioner."

Annual NFL Player Association player disks sold separately.

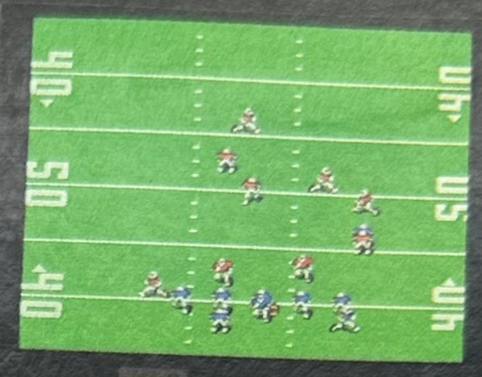
Madden Report: *It's a game of 1-on-1 matchups. Plan your attack.*



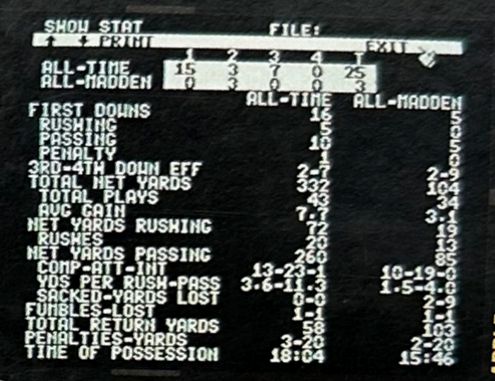
Stadium View: *Shows the whole field for passes and kicks.*

The First Real Football Simulation

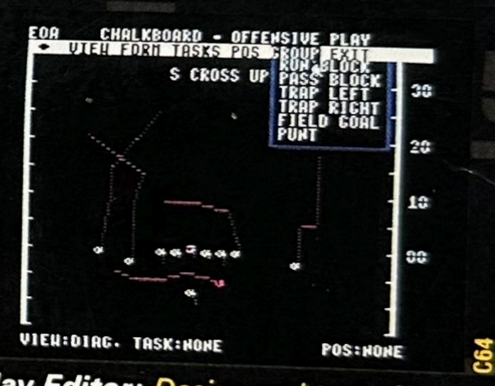
- **Player Ratings:** each player rated in up to 11 key areas.
- **Dynamic Simulation:** every variable impacts gameplay on every play. Player ratings, matchups, field conditions and more.
- **Realistic Running Game:** control key player, use Umph Button for extra juice.
- **Accurate Passing Game:** Crosshair passing feature for pinpoint sharpness.
- **3 Ways To Play:** Action Game, Strategy Game and Stat Replay Game.



Action View: *Plays start in this perspective and scroll with the action.*



Complete Stats: *Better than the sports section. Instantly updated.*



Play Editor: *Design and test offensive and defensive plays. Complete enough for a college coaching clinic.*

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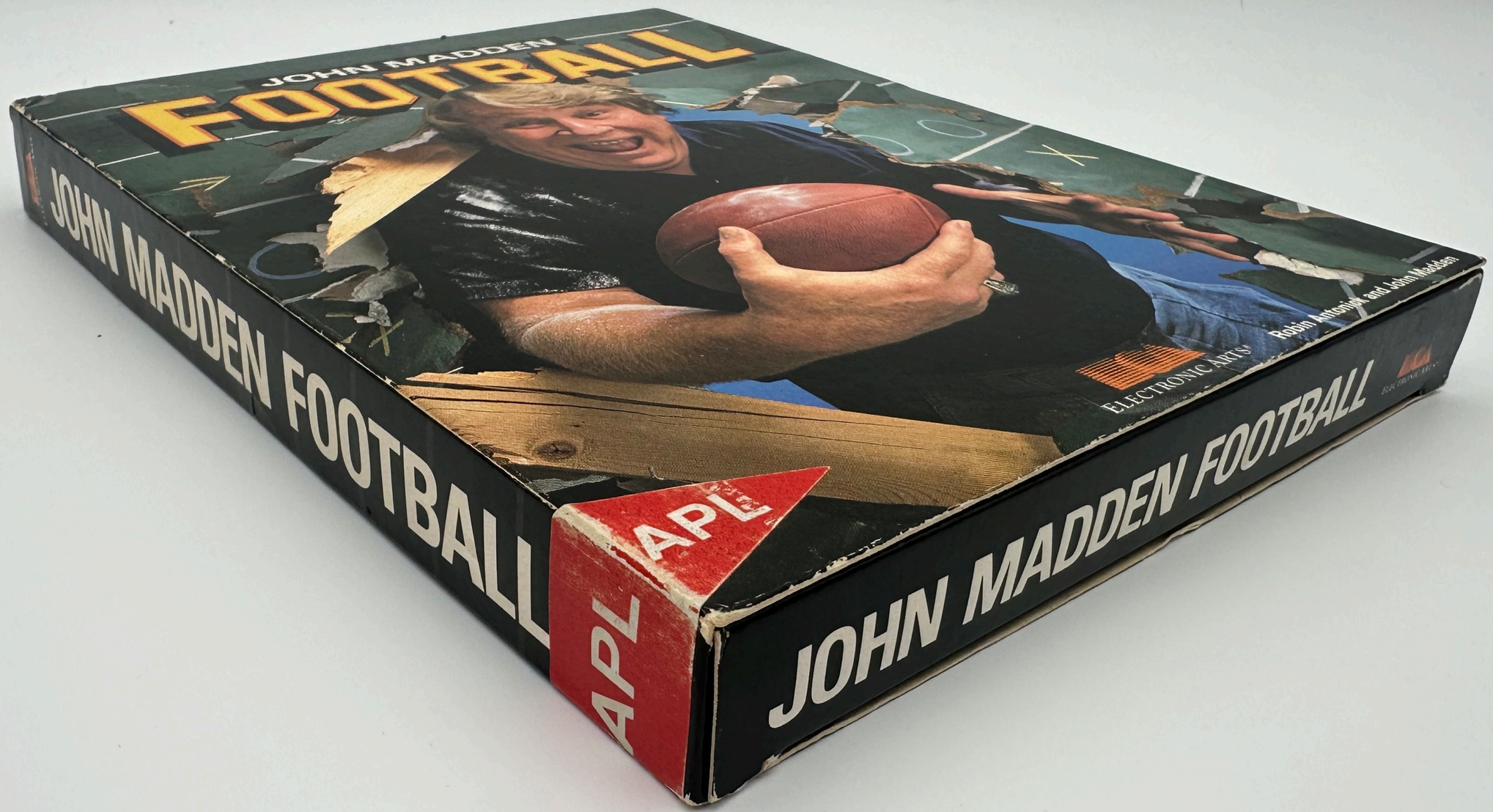
Made in the U.S.A.

ISBN 1-55543-310-3

140101

*APPLE II+, IIe, IIc, IIc+, IIGS**
** in IIe emulation mode; 64K*
NOT COPY PROTECTED
5.25" disk drive required
Joystick required
2 blank disks required; 1-2 players
MADDEN FOOTBALL 1397

JOHN MADDEN FOOTBALL
ELECTRONIC ARTS'
The 10 Commandments
According to Madden


JOHN MADDEN
FOOTBALL
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Robin Antonick and John Madden
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The 10 Commandments

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Madden Report: It's a game of

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The First Real Football Simulation

JOHN MADDEN FOOTBALL

ELECTRONIC ARTS

The 10 Commandments
According to Madden

1. Play 11 on 11 football.
2. Call plays from the huddle.
3. Don't forget your own plays.
4. Design Your own plays.
5. Give as realistic gameplay as possible.
6. Select Player Controlled Action or Computer Action.
7. Don't forget gameday conditions.
8. Call audibles.
9. Put in all the other stuff that happens.
10. Make your own league.

The First Real Football Simulation

- **Player Ratings**
- **Dynamic Simulation**
- **Realistic Running Game**
- **Accurate Passing Game**
- **3 Ways To Play**: Action Game, Strategy Game and Stat Keeper Game.

Annual NFL Player Association player disks sold separately.

JOHN MADDEN FOOTBALL

JOHN MADDEN FOOTBALL

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JOHN MADDEN FOOTBALL

API

1397

APPLE II+, IIe, IIc, IIc+, IIGS*

*In emulation mode, 64K

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5.25" disk drive required

Joystick required

2 blank disks required

MADDEN FOOTBALL

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Made in the U.S.A.

JOHN MADDEN FOOTBALL

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APPLE II+, IIe, IIc, IIc+, IIGS*
*in IIe emulation mode; 64K
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MADDEN FOOTBALL

ISBN 1-55643-310-3

The Firs Real Football Simulation

- Player Ratings: each player rated in up to 11 key areas.
- Dynamic Simulation: every variable impacts gameplay on every play. Player ratings, matchups, field conditions and more.
- Realistic Running Game: control any player, use Turbo Button for extra juice.
- Accurate Passing Game: Crosshair passing feature for pinpoint sharpness.
- 3 Ways To play: Action Game, Strategy Game and Stat Replay Game.

Arnold Palmer Associates player disks sold separately.

Arnold Palmer Tournament Golf

The 10 Commandments

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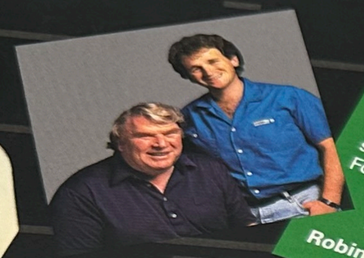

Fall, 1977 . . . Principia College. I flank left . . . defense in a 4-3. Robert goes in motion, no one goes with him—they're in a zone. I check the outside backer. On the snap I fire off the line, beat the bump . . . at 10 yards I curl around the OL. I can't see Steve, the QB, but hear the pass whistling toward me . . . "WAP" . . . 1st down. It is magic. This is the soul of John Madden Football—11 pro players, Madden and you creating magic together by kicking butt.

Thanks to Trip for believing in me and the project, to EA for the opportunity, to God for the intelligence and endurance, and most of all to my wife, Susan, whose support allowed me to pursue a dream, a dream come true—John Madden Football.

Robin Antonick

CREDITS

Game Design: Robin Antonick, John Madden and Trip Hawkins
Software Design: Robin Antonick
Software Programming: Robin Antonick and Ron Johnson
Graphics: Michael Kosaka
Package Design: Michael LaBash
Cover Photography: Henrik Kam

Package Design © 1988 Electronic Arts. Software © 1988 Robin Antonick.

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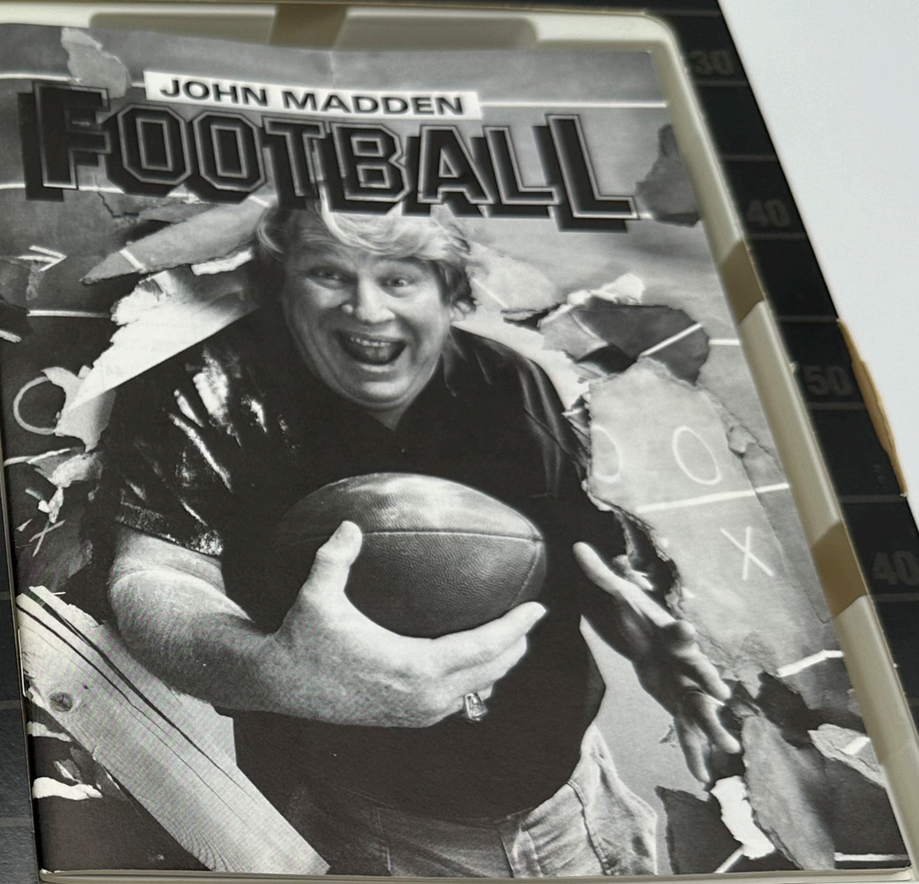
JOHN MADDEN

FOOTBALL



JOHN MADDEN FOOTBALL

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JOHN MADDEN FOOTBALL

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MADDEN FOOTBALL™

by Robin Antonick & John Madden

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DEFENSIVE PLAYBOOK

LEGEND

OFFENSIVE PLAYBOOK

LEGEND

JOHN MADDEN FOOTBALL

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products as they become available.

The 1987 & 1988 statistics disk will be available in June 1989. Customers ordering the di
nformed of other John Madden Football products as they become available.

APPLE II FAMILY

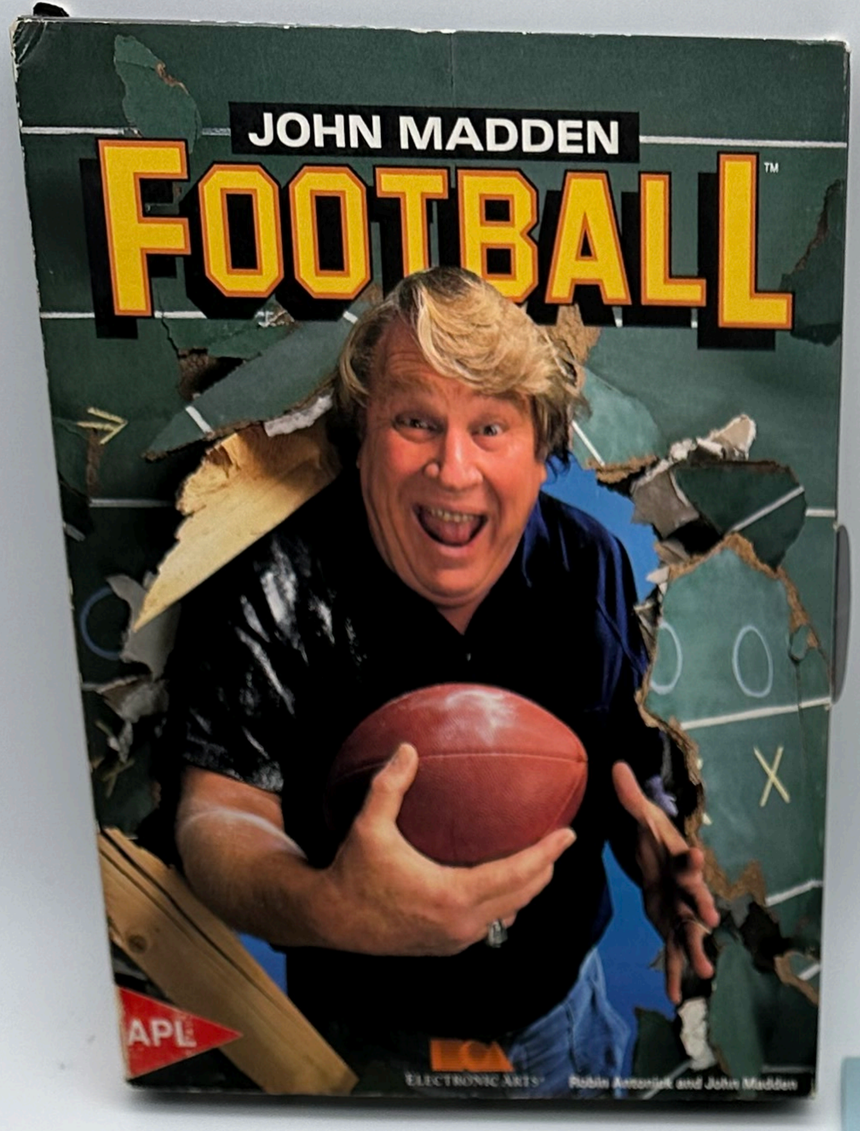
COMMAND SUMMARY CARD
JOHN MADDEN FOOTBALL™

Copying the Game

We recommend you play with copies of your game. This way, if you ever destroy your copies, you can make new copies from the original disks to play with. The game comes on one two-sided disk:

- Side 1 — John Madden Football: Program Disk Side 1
- Side 2 — John Madden Football: Program Disk Side 2

1. Boot your system with Apple DOS 3.3 or ProDOS.
2. Using the disk copying utility of your choice, make a copy of Side 1 and label it Pro
   Disk Side 1.
3. Make a copy of Side 2 and label it Program Disk Side 2.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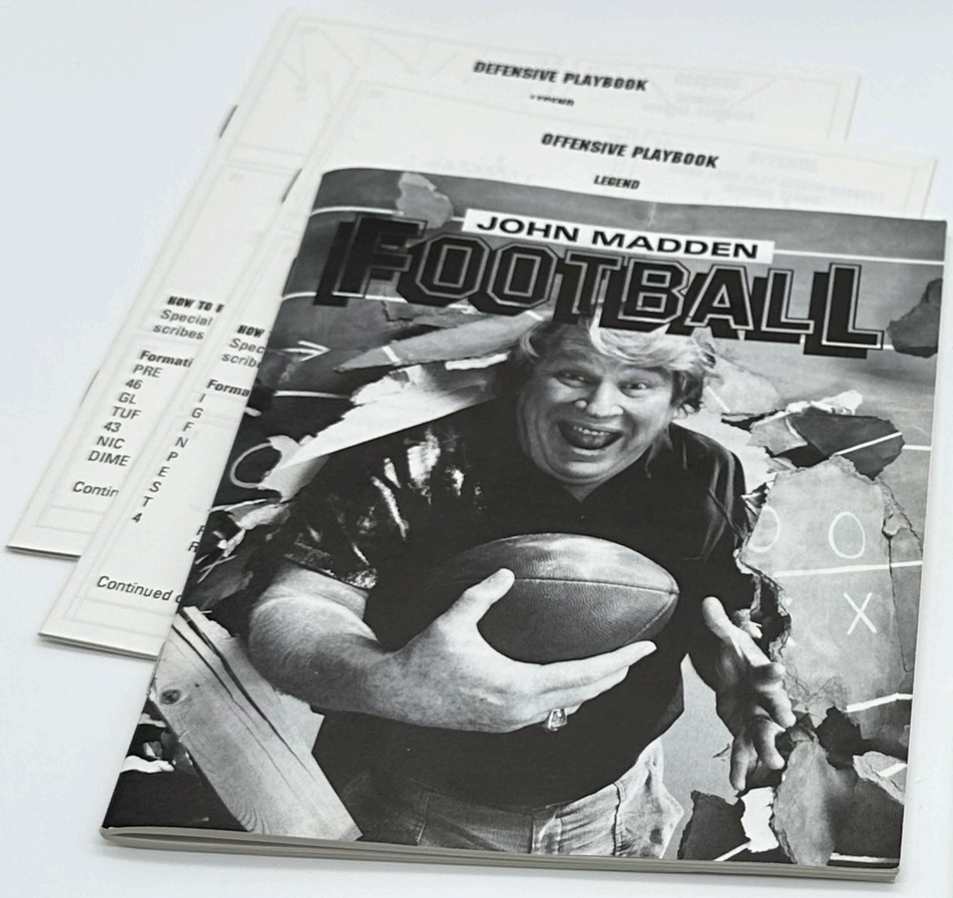
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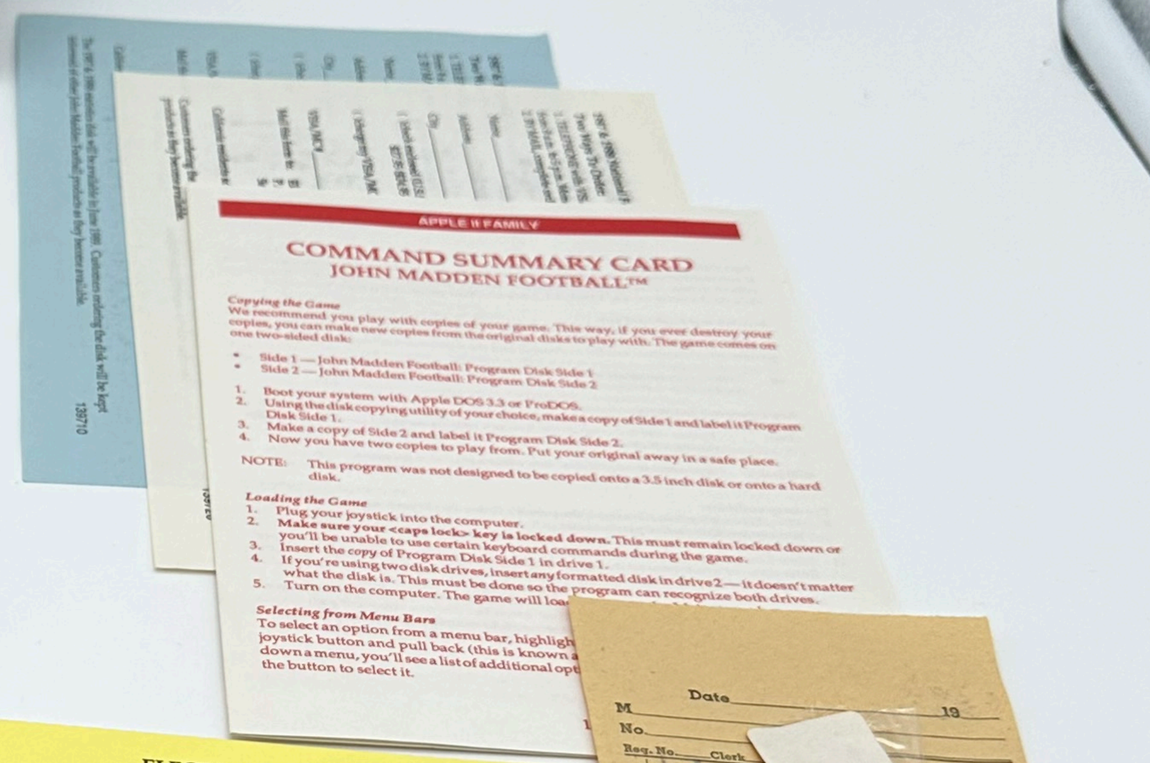
OFFENSIVE PLAYBOOK
LEGEND
JOHN MADDEN
FOOTBALL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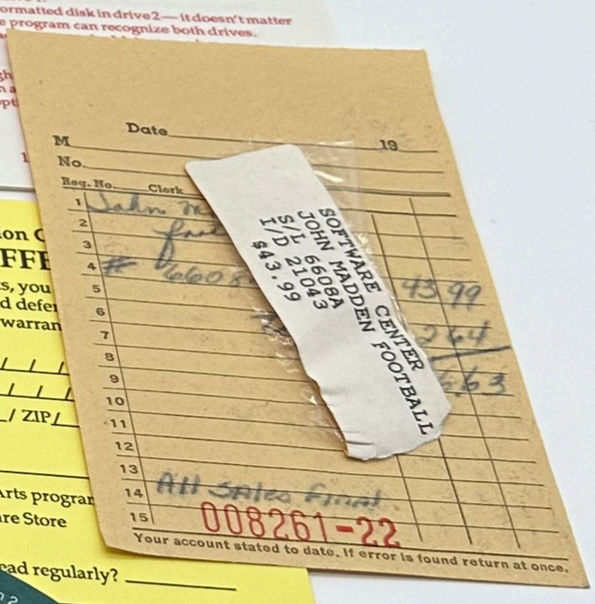
JOHN MADDEN FOOTBALL™
Copying the Game
Loading the Game
Selecting from Menu Bars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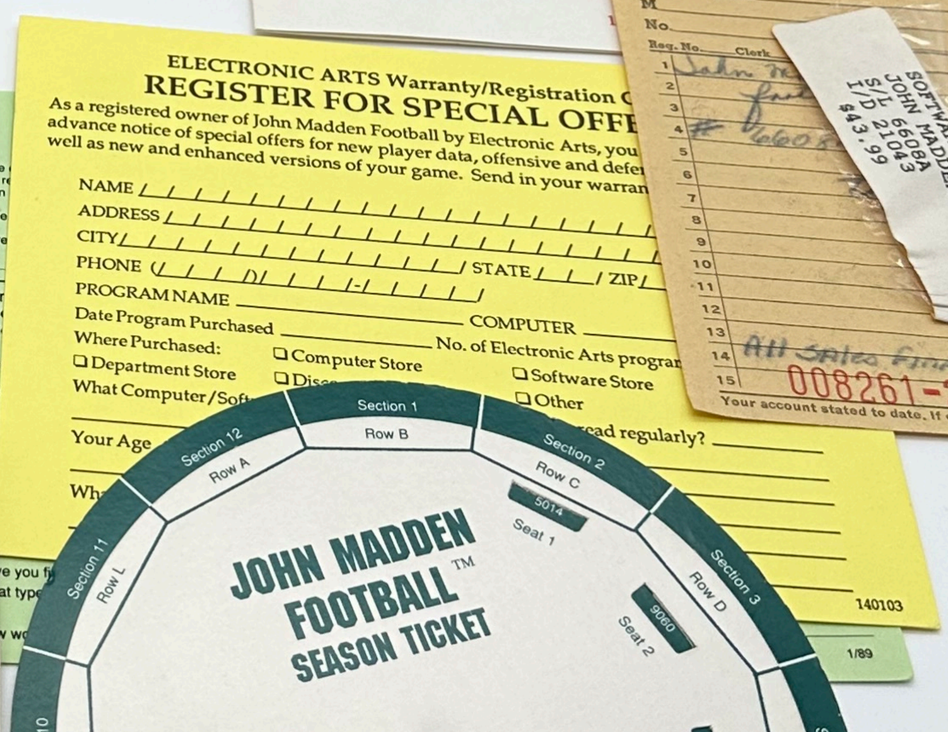
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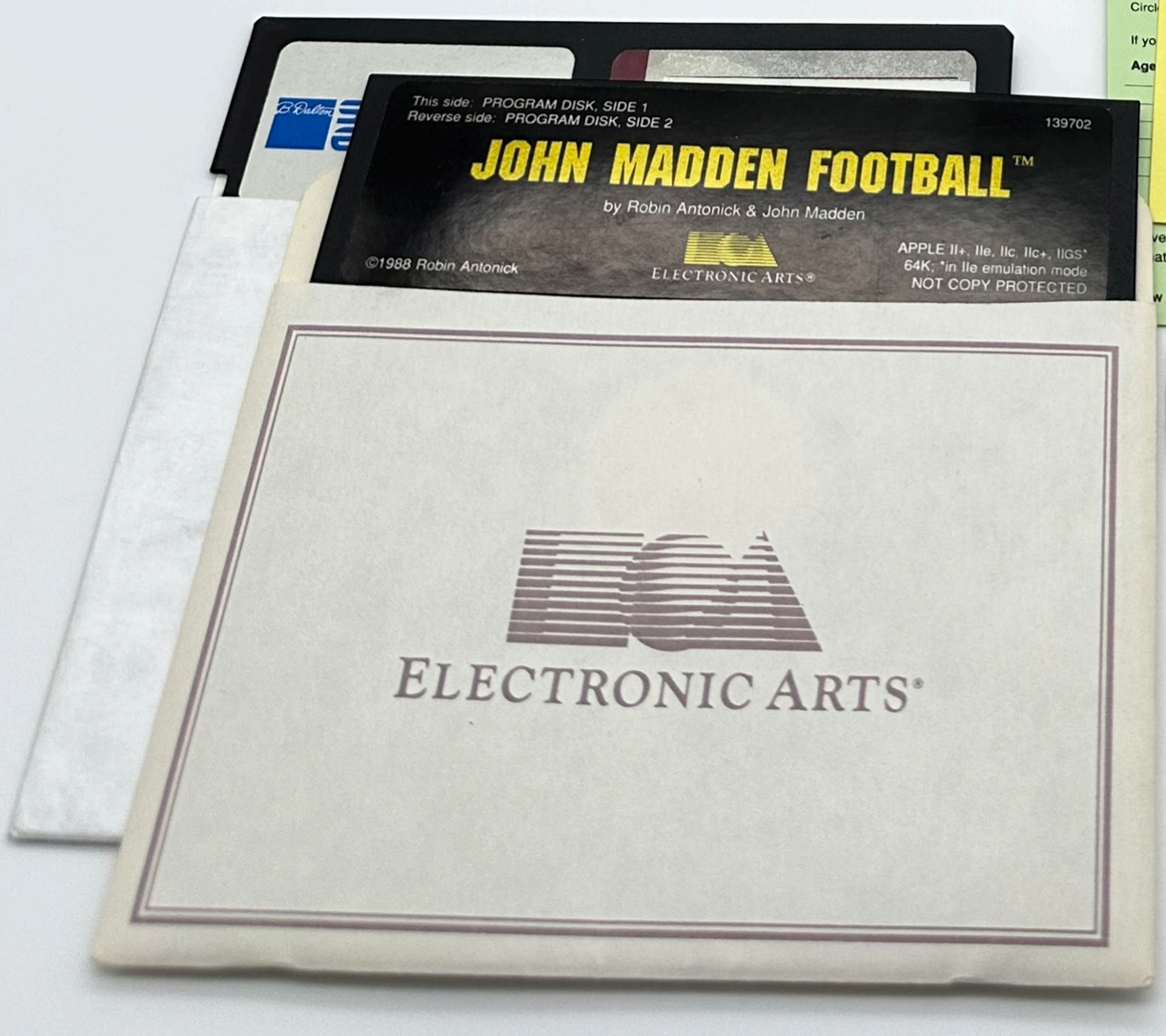
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Reverse side: PROGRAM DISK, SIDE 2
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by Robin Antonick & John Madden
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64K; *in IIe emulation mode
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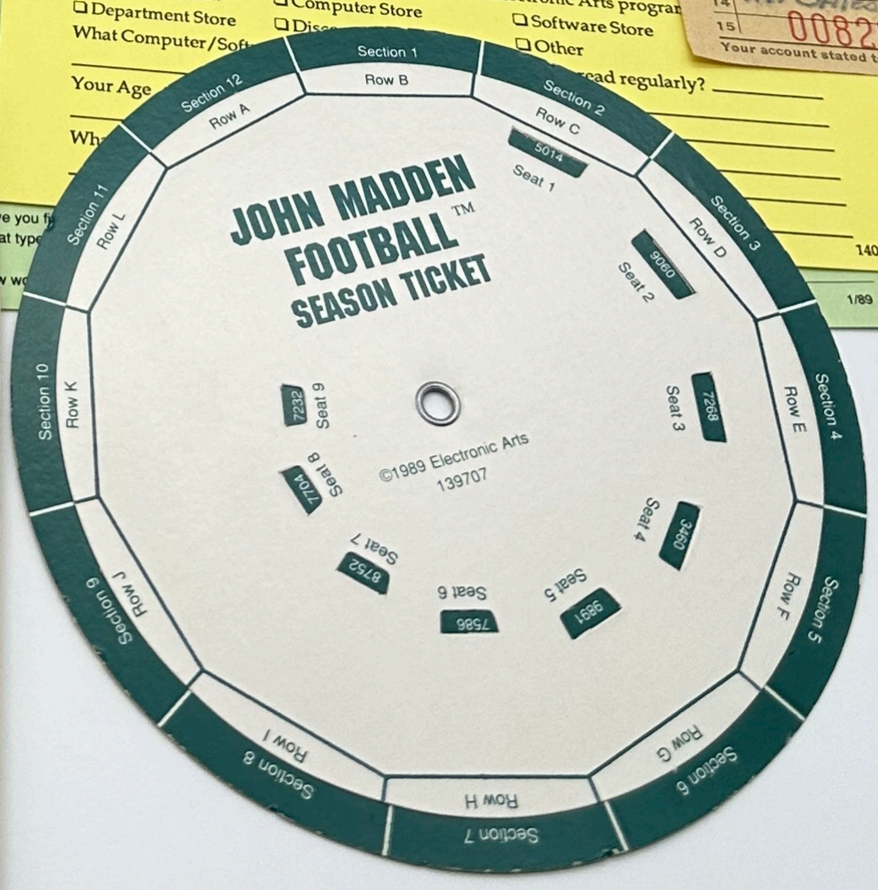
JOHN MADDEN FOOTBALL™
SEASON TICKET
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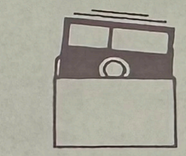

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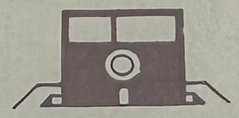

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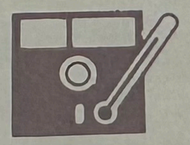

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This side: PROGRAM DISK, SIDE 1
Reverse side: PROGRAM DISK, SIDE 2

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APPLE II+, IIe, IIc, IIc+, IIGS*
64K; *in IIe emulation mode
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MADDEN FOOTBALL
1993 - 1994

Instructions for care and handling of your Allenbach Diskettes

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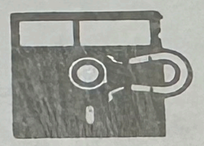

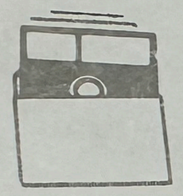

Protect
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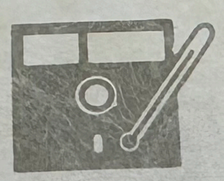

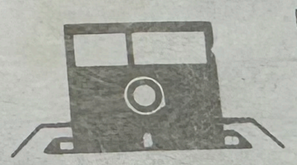

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INDUSTRIES INC

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MADDEN FOOTBALL
1993 - 1994

MADDEN FOOTBALL

1993 - 1994

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JOHN MADDEN
FOOTBALL TM
SEASON TICKET

Section 10
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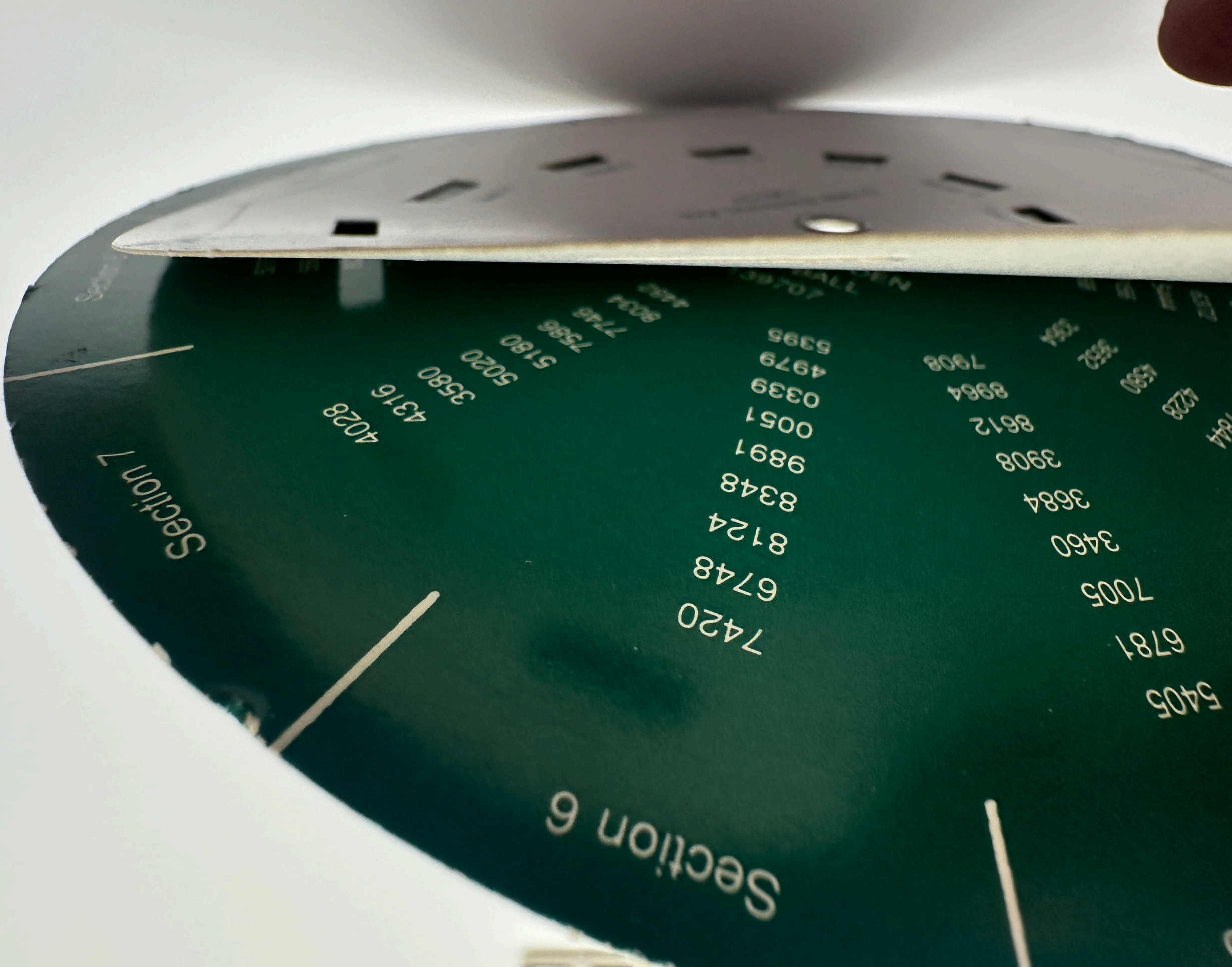
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Section 5

Section 6

APPLE II FAMILY

COMMAND SUMMARY CARD
JOHN MADDEN FOOTBALL™

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- Side 1 — John Madden Football: Program Disk Side 1
- Side 2 — John Madden Football: Program Disk Side 2

1. Boot your system with Apple DOS 3.3 or ProDOS.
2. Using the disk copying utility of your choice, make a copy of Side 1 and label it Program Disk Side 1.
3. Make a copy of Side 2 and label it Program Disk Side 2.
4. Now you have two copies to play from. Put your original away in a safe place.

NOTE: This program was not designed to be copied onto a 3.5 inch disk or onto a hard disk.

Loading the Game

1. Plug your joystick into the computer.
2. **Make sure your <caps lock> key is locked down.** This must remain locked down or you'll be unable to use certain keyboard commands during the game.
3. Insert the *copy* of Program Disk Side 1 in drive 1.
4. If you're using two disk drives, insert *any* formatted disk in drive 2 — it doesn't matter what the disk is. This must be done so the program can recognize both drives.
5. Turn on the computer. The game will load and go to the Main menu bar.

Selecting from Menu Bars

To select an option from a menu bar, highlight the option with the hand cursor, press the joystick button and pull back (this is known as "pulling down a menu"). When you pull down a menu, you'll see a list of additional options. Highlight the one you want and release the button to select it.

Two Disk Drive Users
If you want to use two disk drives, make sure you boot the computer with a disk inserted in both drives. After the game loads, pull down , select SYSTEM SETUP and then click on the circle next to 2 DRIVES. Click on OK to return to the Main menu bar.

Joystick and Keyboard Use
In a 2 player game, you can only control the team on offense with the joystick and the team on defense with the keyboard. If you're playing against the computer, you can use the joystick on offense (but not the keyboard) and the joystick or keyboard on defense.

☞ *Whenever you're told to double click, very quickly click the button twice. If you don't double click fast enough, the computer will treat it as a single click.*

Key Command Summary

space bar Lets you advance a play frame by frame. Press any other key to resume.
<Esc> Pauses action during game. You can only pause at the Huddle screen, not during a play. To resume the game, pull down GAME and select RESUME.
<Ctrl>-S Toggle sound on/off. Use this while a play is in progress.
T Call time out at Huddle screen. Press <Esc> to continue.

Pre-snap audibles:

B *Blitz. Tells a player to blitz (rush the passer). Enter the player's number and press B. You can have up to five players blitz.*
C *Cheat. Tells the strong safety to cheat up to defend against the run.*
H *Hero. Lets you gain control of a single player's movements after the ball is snapped. Enter a player's number and then press H. The player moves under computer control until you take control of him with your joystick or keyboard. If you don't take control of him, he'll continue to run under computer control.*
M *Man-to-Man. This lets you assign man-to-man coverage. Input your defensive player's number, press M, input the offensive player's number (the one you want your man to cover), and press <Return>. You can assign man-to-man for up to three players.*
N *No audible. This makes a fake audible sound; use it to fool your human opponent into thinking you called an audible.*
<Del> or <Ctrl>-D *Cancel all audibles.*

Post-snap audibles:

P Sell out to the pass. Tells all your players to react to a pass play.
R Sell out to the run. Tells all your players to react to a run play.
← Moves the LBs and DBs to the left.
→ Moves the LBs and DBs to the right.
↑ or ; Moves the LBs and DBs to the up field.
↓ or / Moves the LBs and DBs to the down field.

About Disk Swapping
There's a lot of information on the disks and even if you're using two disks drives, you're still going to have to do some disk swapping. Keep these things in mind:

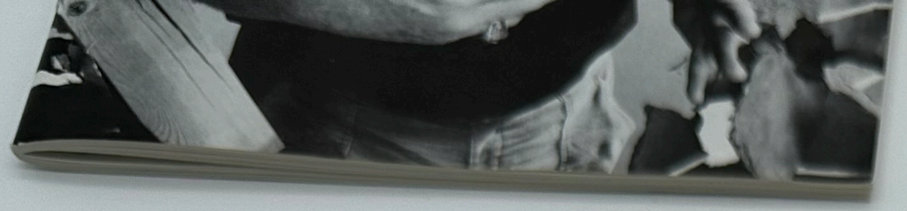
- A *source* disk is the disk that you want the information to come from.
- A *destination* disk is the disk that you want the information to go to.
- The *Program* disk (side 1 and 2) is the disk that came with John Madden Football. (We told you how to copy these above.)
- A *Game* disk is a special disk you'll have to create to store a Standard Game on. We explain how to create one in the manual.
- A *Data* disk is a special disk that contains team and playbook information. We explain how to create one in the manual.

TECHNICAL SUPPORT
If you have questions about the game, our Technical Support Department can help. If your question isn't urgent, please write to us at: Electronic Arts, Technical Support, P.O. Box 7578, San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, printer, etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday though Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.



PHONE ( ) COMPUTER

PROGRAM NAME

Date Program Purchased No. of Electronic Arts programs owned

Where Purchased: ❑ Computer Store ❑ Software Store

❑ Department Store ❑ Discount/Toy Store ❑ Other

What Computer/Software magazines do you subscribe to or read regularly?

Your Age How did you learn about this program?

What kinds of home programs should Electronic Arts be making for you?

LIMITED WARRANTY

Electronic Arts ("EA") provides to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), the following limited warranties:

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To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address, and a statement of the defect. OR send the disk(s) to us at the above address within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect. EA or its authorized dealer will, at our option, repair or replace the product and return it to you postage prepaid, or issue you with a credit equal to the purchase price.

To replace defective media ***after*** *the 90 day warranty period has expired, send us the product in protective packaging and postage prepaid to the above address. Enclose proof of purchase, a statement of the defect, your name, your return address, and a check for $7.50.*

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139708

ELECTRONIC ARTS

COMMAND SUMMARY CARD
JOHN MADDEN FOOTBALL™

Copying the Game
We recommend you play with copies of your game. This way, if you ever destroy your copies, you can make new copies from the original disks to play with. The game comes on one two-sided disk:

- Side 1 — John Madden Football: Program Disk Side 1
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1. Boot your system with Apple DOS 3.3 or ProDOS.
2. Using the disk copying utility of your choice, make a copy of Side 1 and label it Program Disk Side 1.
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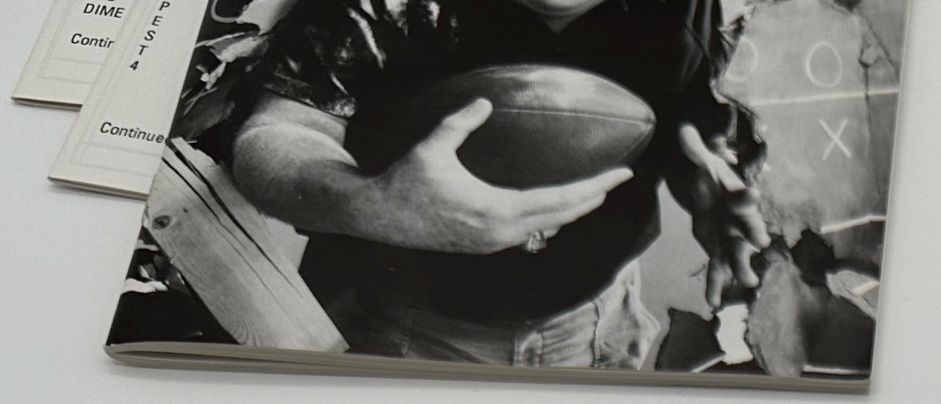

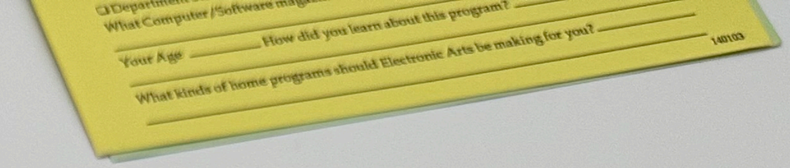
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Your Age
How did you learn about this program?
What kinds of home programs should Electronic Arts be making for you?
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1987 & 1988 National Football League Players Association® Players Disk™

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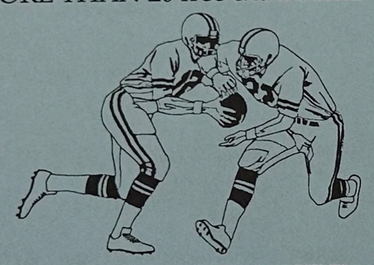
Includes 28 complete teams from 1988 season, 28 complete teams from 1987 season (at least 45 players per team), complete 81-play defensive playbook using 3-4 base defense (for use with 3-4 teams), and MORE THAN 20 free extra bonus offensive plays FOR NO EXTRA CHARGE!

Philly QB Keeper
New York Statue of Liberty
Seattle Shovel Pass
Miami Turmoil
Denver Fleaflicker
Washington Counter
Houston Bootleg
KC Flanker Pass
San Diego Power 1
Cleveland Option Screen
SF Fake Sweep QB Naked
Indianapolis Crack Strong
LA Gadget



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See other side for ordering information.

PLAY YOUR FAVORITE TEAMS AGAINST EACH OTHER!!!

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Philly QB Keeper
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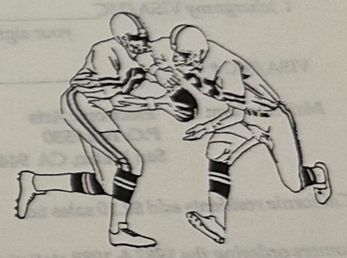
Seattle Shovel Pass
Miami Turmoil
Denver Fleaflicker
Washington Counter
Houston Bootleg
KC Flanker Pass
San Diego Power 1
Cleveland Option Screen
SF Fake Sweep QB Naked
Indianapolis Crack Strong
LA Gadget



$24.95 (plus $3.00 shipping + handling)

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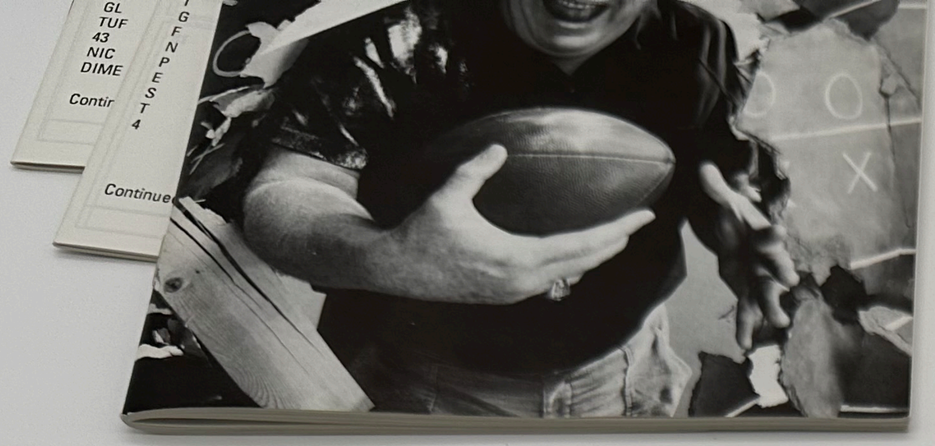

Your Age _____ How did you learn about this program? _____

What kinds of home programs should Electronic Arts be making for you? _____

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1987 & 1988 National Football League Players Association® Players Disk™ Ordering Information

Two Ways To Order:

1. TELEPHONE with VISA or Mastercard from USA or Canada. (1-3 weeks delivery) Call 800 245-4525 from 8 a.m. to 5 p.m. Monday thru Friday. Outside North America, call 415 571-7171, ext 555.
2. BY MAIL, complete order form below. (2-4 weeks delivery)

*Name*_____

*Address*_____

*City*_____ *State/Province*_____ *Postal code*_____

( )check enclosed (U.S.$, U.S. or Canadian bank)
$32.95 ($29.95 plus $3.00 shipping + handling)

*( )charge my VISA/MC*_____
your signature required here

*VISA/MC #*_____ *Exp mo/yr*____/____

Mail this form to: *Electronic Arts*
P.O. Box 7530
San Mateo, CA 94403

California residents add $2.10 sales tax.

The 1987 & 1988 statistics disk will be available in June 1989. Customers ordering the disk will be kept informed of other John Madden Football products as they become available.

139710

1987 & 1988 National Football League Players Association® Players Disk™ Ordering Information

Two Ways To Order:

1. TELEPHONE with VISA or Mastercard from USA or Canada. (1-3 weeks delivery) Call 800 245-4525 from 8 a.m. to 5 p.m. Monday thru Friday. Outside North America, call 415 571-7171, ext 555.
2. BY MAIL, complete order form below. (2-4 weeks delivery)

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( )check enclosed (U.S.$, U.S. or Canadian bank)
$27.95 ($24.95 plus $3.00 shipping + handling)

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VISA/MC #_____ Exp mo/yr____/____

Mail this form to: Electronic Arts
P.O. Box 7530
San Mateo, CA 94403

California residents add $2.10 sales tax.

Customers ordering the 1987 & 1988 statistics disk will be kept informed of other John Madden Football products as they become available.

139720

What computing magazine do you read? _____

Have you filed a warranty card for a previous Accolade purchase? ___Yes ___No

What type of games do you buy the most? ___ Graphic Adventure ___ Action/Arcade ___ Fantasy role playing
___ Simulation ___ Sports ___ Other _____

How would you rate this product? 1 (lowest) 2 3 4 5 (highest)

1/89

ELECTRONIC ARTS Warranty/Registration Card

REGISTER FOR SPECIAL OFFERS!

As a registered owner of John Madden Football by Electronic Arts, you will receive advance notice of special offers for new player data, offensive and defensive playbooks, as well as new and enhanced versions of your game. Send in your warranty card today!

NAME /_____/

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PHONE (/___/___/)/___/___/-/___/___/___/

PROGRAM NAME _____ COMPUTER _____

Date Program Purchased _____ No. of Electronic Arts programs owned ____

Where Purchased: ❑ Computer Store ❑ Software Store

❑ Department Store ❑ Discount/Toy Store ❑ Other

What Computer/Software magazines do you subscribe to or read regularly? _____

_____

Your Age _____ How did you learn about this program? _____

_____

What kinds of home programs should Electronic Arts be making for you? _____

_____

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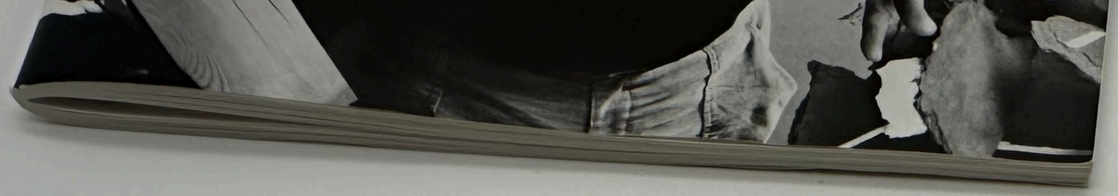

____ over 50

____ over 50

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____ Mail Order

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Have you filed a warranty card for a previous Accolade purchase? ____Yes ____No

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____ Simulation ____ Sports ____ Other _____

How would you rate this product? 1 (lowest) 2 3 4 5 (highest)

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Stamp
Here

ELECTRONIC ARTS
Warranty Card
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San Mateo, CA 94404

ACCOLADE™ Software Warranty Registration

MONTHLY DRAWING FOR A FREE ACCOLADE SOFTWARE PRODUCT

To be eligible for our monthly drawing and product warranty, please answer all questions and mail within 10 days of purchase (one registration per purchase, no facsimile accepted). This card qualifies for one monthly drawing. Winner will be contacted within 30 days of drawing and will receive product of their choice. See enclosed manual for warranty details.

Name _____ Phone ( ) _____

Address _____ _____ Male _____ Female

City _____ State _____ Zip _____

Warranty information for California Challenge /Apple IIGS

Circle disk size of this product: 31/2" 51/4"

Circle computer(s) you own: Apple II Atari 800 Atari ST Macintosh Amiga Apple IIGS C64/128
IBM PC or Compatibles Tandy

If you own an IBM, circle graphics adapter: CGA EGA VGA MCGA Mono Other _____

Age of buyer:
____ under 13
____ 13-19
____ 20-29
____ 30-39
____ 40-50
____ over 50

Age of player:
____ under 13
____ 13-19
____ 20-29
____ 30-39
____ 40-50
____ over 50

Where purchased:
____ Computer Hardware/Electronic Store
____ Computer Software Only Store
____ Record Store
____ Book Store
____ Toy Store
____ Department Store
____ Mail Order

Decided to buy because:
____ Friend
____ Magazine Article/Review
____ Magazine Ad
____ Packaging
____ Sales Person
____ Other

What computing magazine do you read? _____

Have you filed a warranty card for a previous Accolade purchase? ____Yes ____No

What type of games do you buy the most? ____ Graphic Adventure ____ Action/Arcade ____ Fantasy role playing
____ Simulation ____ Sports ____ Other _____

How would you rate this product? 1 (lowest) 2 3 4 5 (highest)

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& FREE DRAWING ENTRY

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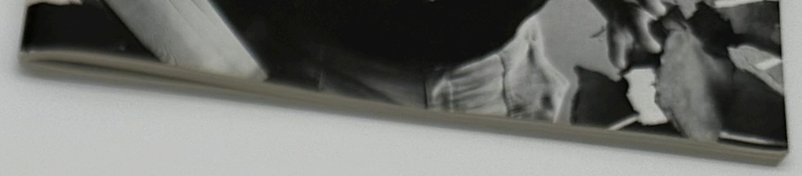


DEFENSIVE PLAYBOOK

LEGEND

- ▽ DOWN LINEMAN
- □ LINEBACKER
- × DEFENSIVE BACK
- ▽ READ
- ▽ PASS RUSH
- ▽ CONTROL GAP
- × SE — COVER OPPONENT MAN-TO-MAN
- × B-SE — COVER OPPONENT WITH BUMP-AND-RUN
- / × — ROUTE TO FOLLOW TO MOVE INTO ZONE OR FAVOR COVERAGE

HOW TO READ PLAY NAMES

Special team play names are self-explanatory. For other play names, the first letter describes the formation and the remaining letters describe the type of play.

Formations

PRE	*Prevent*
46	*Chicago "46" Alignment*
GL	*Goal Line (with an extra DT)*
TUF	*Tight 4-3 defense for "tough yardage" situations*
43	*Normal 4-3 "base" defense*
NIC	*Nickel defense with 5 DBs*
DIME	*Dime defense with 6 DBs*

Continued on back cover

OFFENSIVE PLAYBOOK

LEGEND

- ● INDICATES BALL CARRIER ON RUN, OR KICKER
- ✕ INDICATES RUN FAKE
- ------ INDICATES MOTION, PITCHOUT, OR PASS
- INDICATES RUN BLOCK
- INDICATES PASS BLOCK
- INDICATES PASS ROUTE

HOW TO READ PLAY NAMES

Special team play names are self-explanatory. For other play names, the first letter describes the formation and the remaining letters describe the type of play.

Formations

I	Goal Line	I formation with two tight ends
G	Goal Line	2 tight ends
F	Far	Halfback to weak side
N	Near	Halfback near tight end on strong side
P	Full	Also typically called a "pro" set
E	East	Also known as a "slot" formation
S	Shotgun	3 wide receivers and FB
T	Triple	3 wide receivers to strong side, and HB
4	Four Wide Receivers	Out of a shotgun with one HB or FB

Continued on back cover

Run Defense (Example: TUF SLAM)

SMASH, SLAM, SLANT *and* ***PINCH****: Defensive line and linebackers in gap control, stunting into gaps between offensive blockers. Man coverage in secondary. Gambling run defense may stop runner for a loss or give up big gain if runner pops through line. Reasonable pressure on QB in event of a pass since linemen are stunting.*

READ: *Defensive line and linebackers react to movement of offense. Highly effective against runs because defenders are harder to block. Least effective pressure on QB in event of a pass.*

W, S: *Indicates defensive action expects a run to the weak (W) side away from TE or strong (S) side towards TE. The weak side is to the left side of the screen; the strong side is to the right side of the screen.*

Pass Defenses (Example: 43 ZONE)

MAN: *Indicates man-to-man pass coverage, usually with a pass rush and a safety free to favor weak or strong.*

YALE: *Man coverage with two free safeties.*

BUMP: *Tight "bump and run" man coverage.*

ZONE, LOOSE, BACKERS, SKY, SHORT, WEAK: *Types of zone coverage.*

WANDA, REDSLOT, ZIP: *Combinations of man and zone coverage.*

2D, 3D: *Indicates number of deep zone defenders in zone coverage.*

X, Z: *In man coverage indicates double-team of SE (X) or FL (Z). May also indicate zone coverage in a run defense like TUF READ Z.*

W, S: *In man coverage, indicates weak (W) or strong (S) direction that free safety will favor. In zone coverage, indicates direction of rotation of zone.*

Blitzes (Example: DIME YOGI)

The following are various plays combining pass rush, blitzers, and man coverage:

BRONCO	*WEAKCAT*
JET	*MADTIGER*
MONSTER	*REDDOG*
BLITZ	*BAMXIT*
SHOOT	*YOGI*

Running Plays (Example: I H15 LEAD)

The second letter in the name is the runner, either H for halfback, F for fullback, or Q for the quarterback sneak play. This is followed by a two digit number which indicates the series number for this type of run. Typically, the first number is the type of run action and the second number is the hole that the runner will go through. Odd numbers are to the left, or weak side; even numbers are to the right, or strong side. The higher the number, the farther outside the run will go.

The remaining letters indicate a type of block or run action:

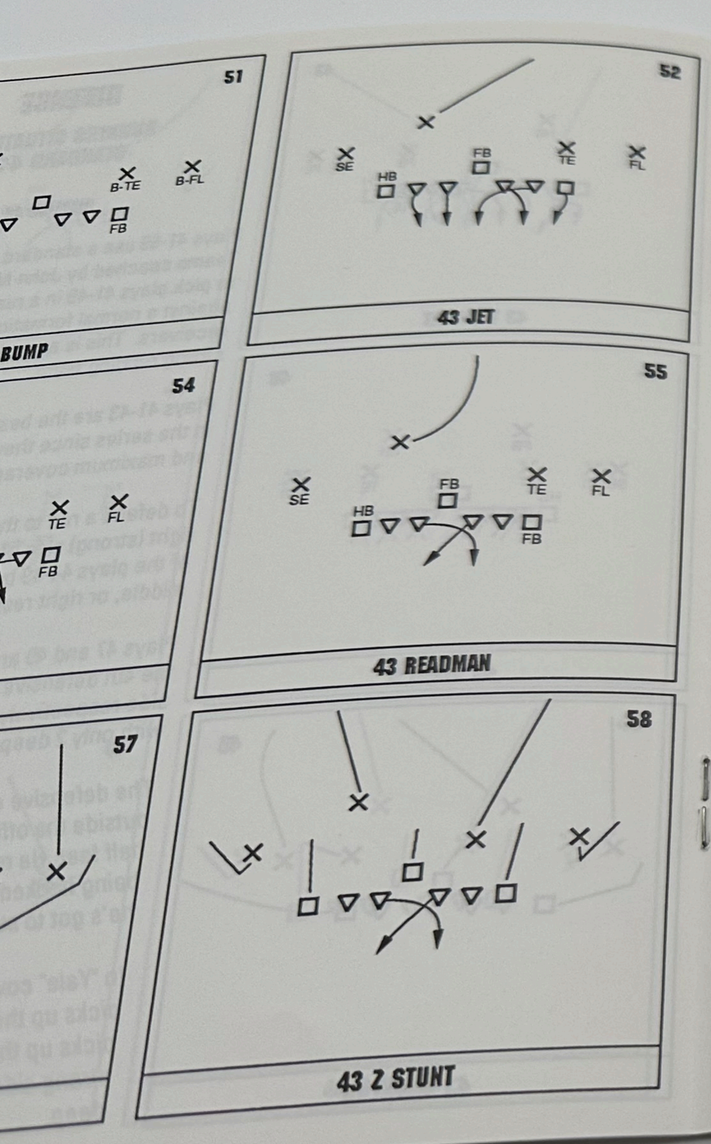
BILL	FB or HB blocks the defender in the tackle/end gap
BOB	Fullback blocks in on the end man on the line
BOOM	Halfback blocks outside linebacker away from TE
CNTR	Counter play fakes run one direction, goes another
EVEN	Near guard pulls, center fills the hole
HOE	Fullback and center double team middle linebacker
ICE	Fullback blocks defensive tackle
LEAD	Lead block by a running back
LOG	Guard and center cross block
MAN	Straight ahead man-on-man run blocking
ODD	Near guard pulls, tackle blocks down to fill hole
TOSS	Outside run with quick pitch to lead back
TRAP	Misdirection fakes defender who is then trap blocked
SWEEP	Classic outside running play with pulling guards

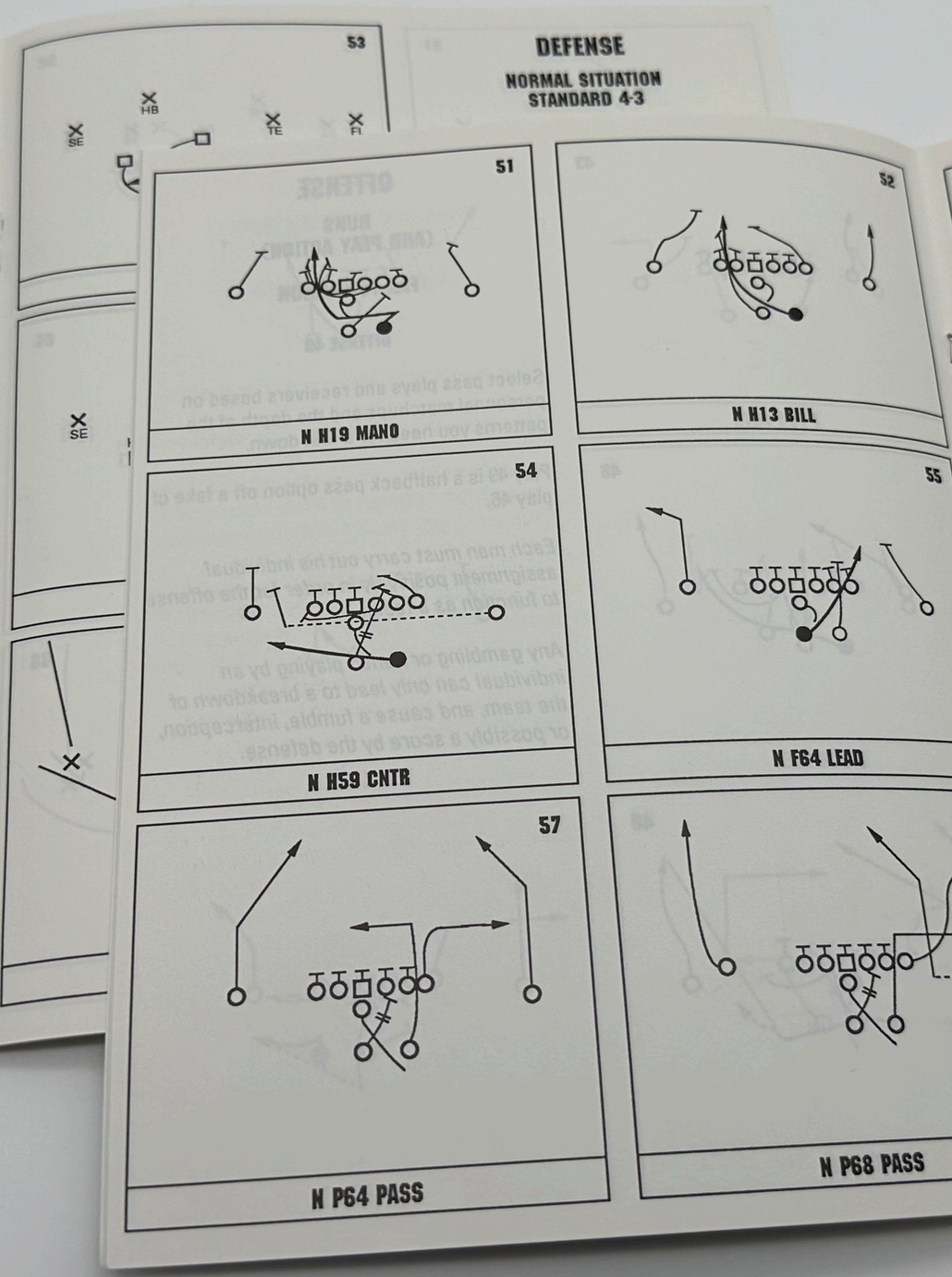
Play Action Passes (Example: I P61 PASS)

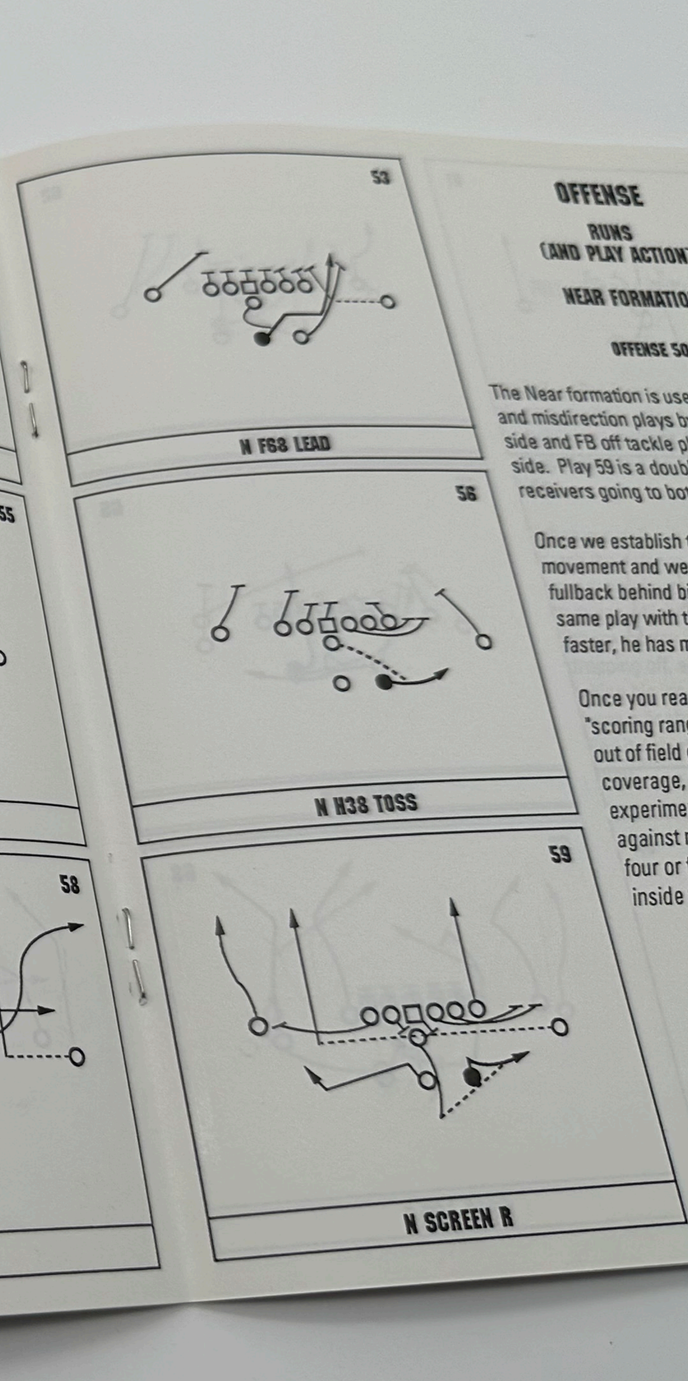
A "P" replaces the runner's designation in the second character space, followed by the number of the run action that is faked prior to the pass. For example, P61 PASS would fake an F61 MAN running play.

Regular Passing Plays (Example: S POST OUT)

Regular passing plays just have a word or two which either describes the type of play (i.e., waggle or flood or screen) or which denotes the patterns which will be run by the X (split end) and Z (flanker) receivers.







OFFENSE

RUNS (AND PLAY ACTION)

NEAR FORMATION

OFFENSE 50

The Near formation is useful for off tackle and misdirection plays by the HB to the weak side and FB off tackle plays to the strong side. Play 59 is a double screen pass with receivers going to both sides.

Once we establish that our line can get movement and we can run the ball to fullback behind big blockers, we can same play with the halfback. Becau faster, he has more success cuttin

Once you reach their twenty, you "scoring range". Expect blitzes, out of field goal range, and ma coverage, because the field is experiment. Use your best fi against man to man covera four or five runs. Consister inside the twenty separat

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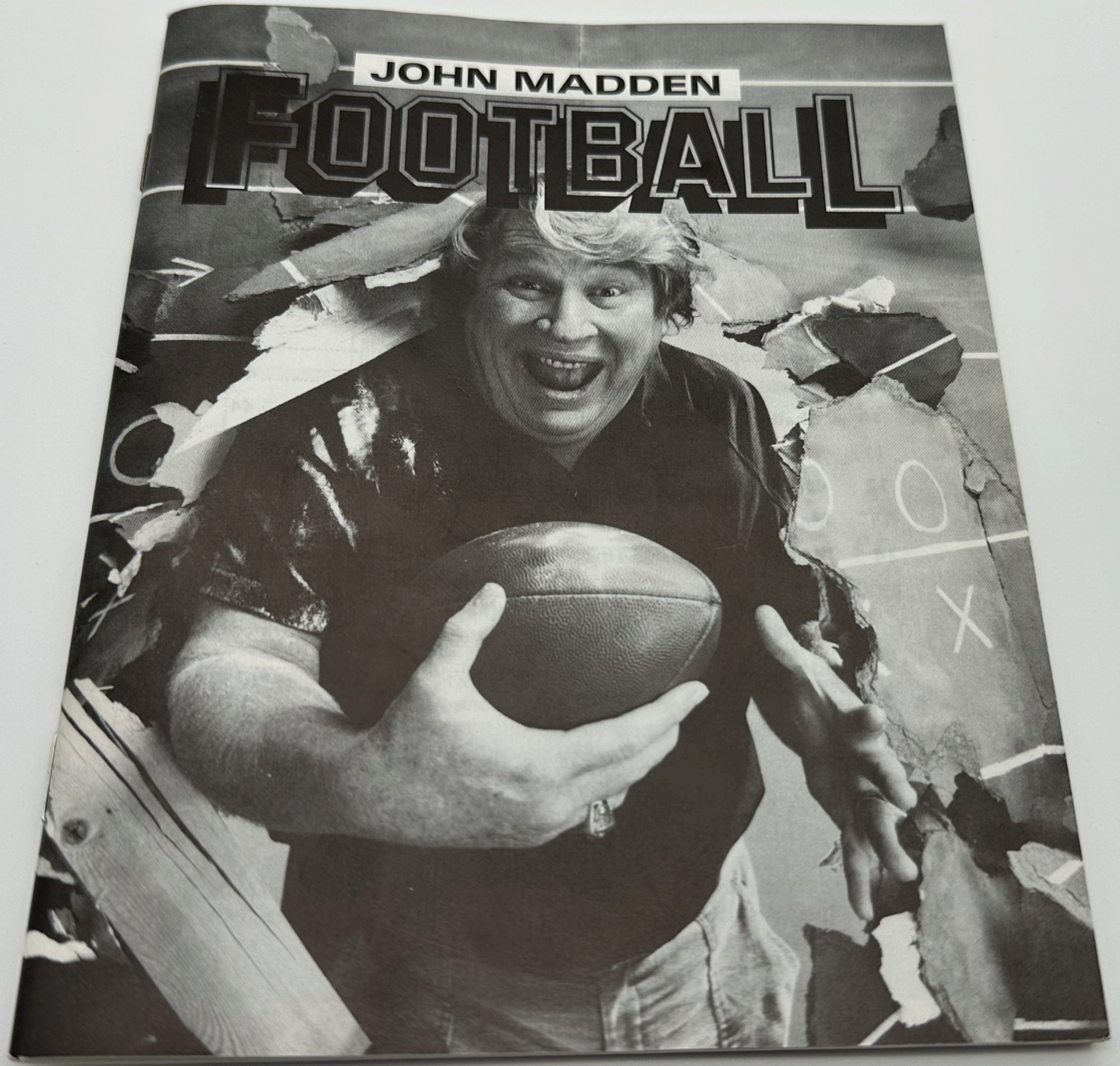

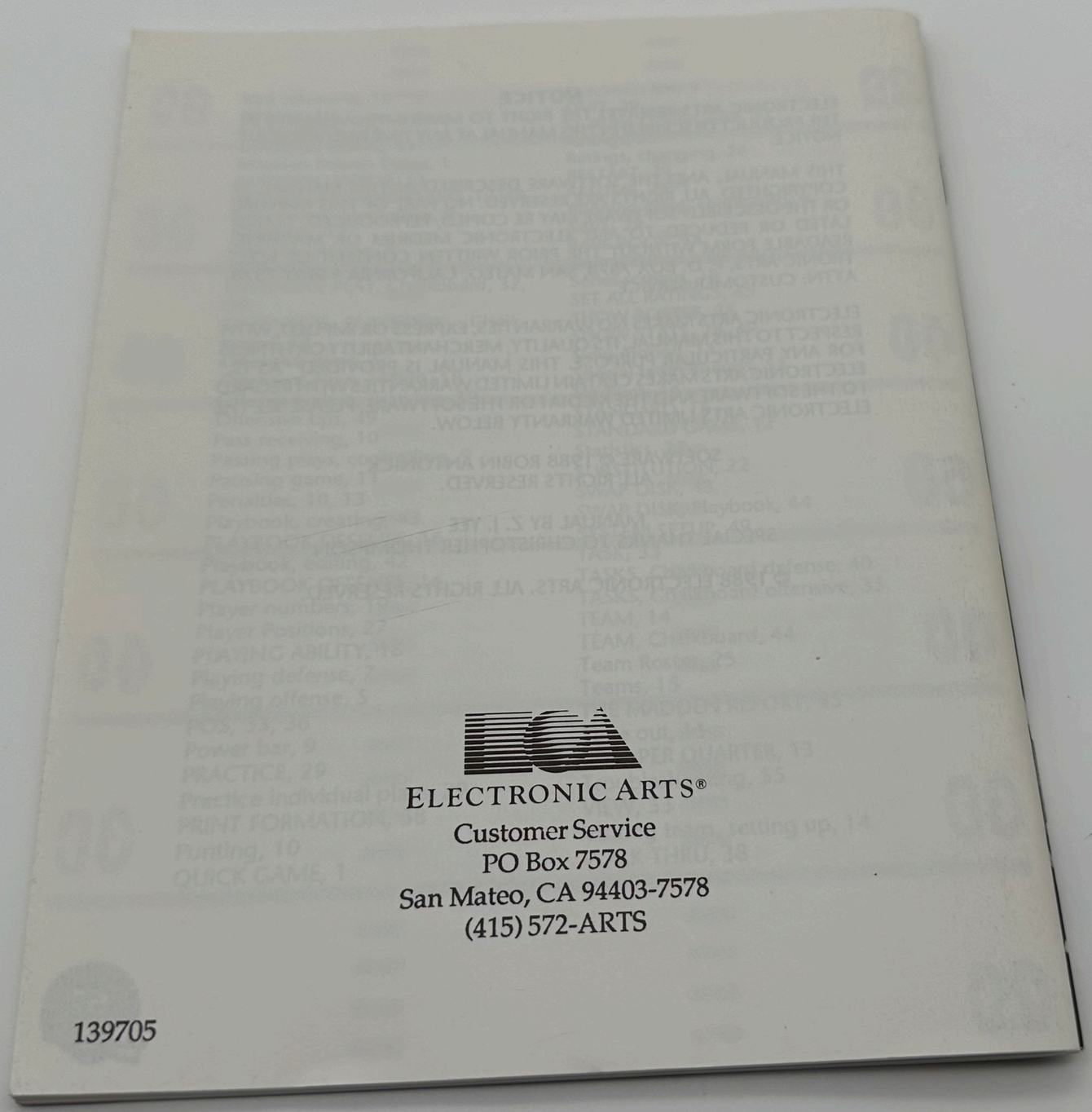

ELECTRONIC ARTS®

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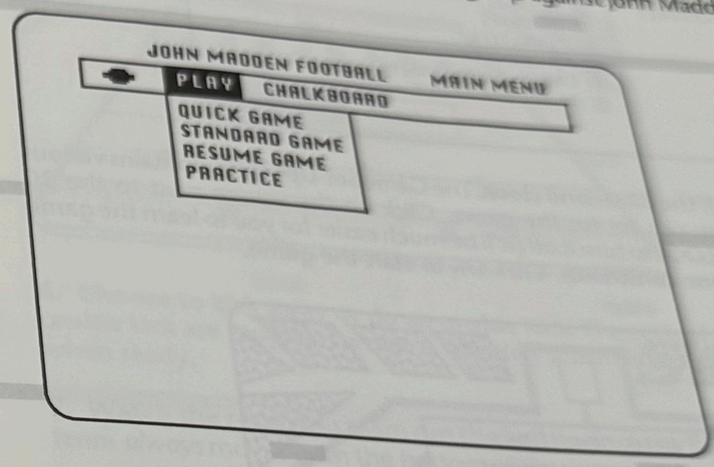
I want to play - NOW!

Chapter 1, *Quick Game*, walks you through a Quick Game so try that first. When you're ready to learn about the rest of John Madden Football, continue through the other chapters. Or, mess around with the game and use the index whenever you're stuck; menu options are capitalized so they're easy to spot.

1 QUICK GAME

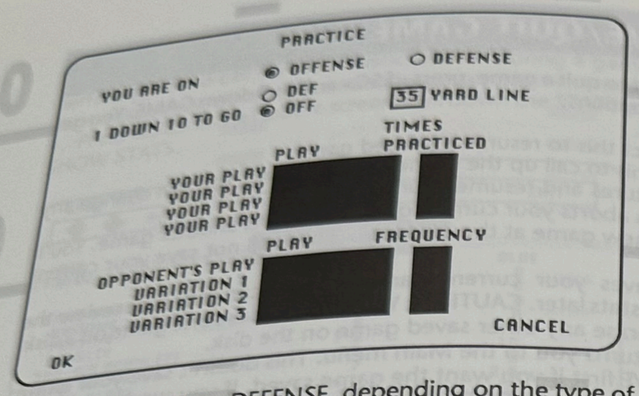
Whenever you're told to double click, very quickly click the button twice. If you don't double click fast enough, the computer will treat it as a single click.

Kick off! Your All-Madden team is ready to go up against John Madden's All-Timers team.



1. **Select the Quick Game.** Place the hand cursor on PLAY on the Main menu bar and hold down the joystick button. Pull the joystick back, highlight QUICK GAME, and then let go of the button.

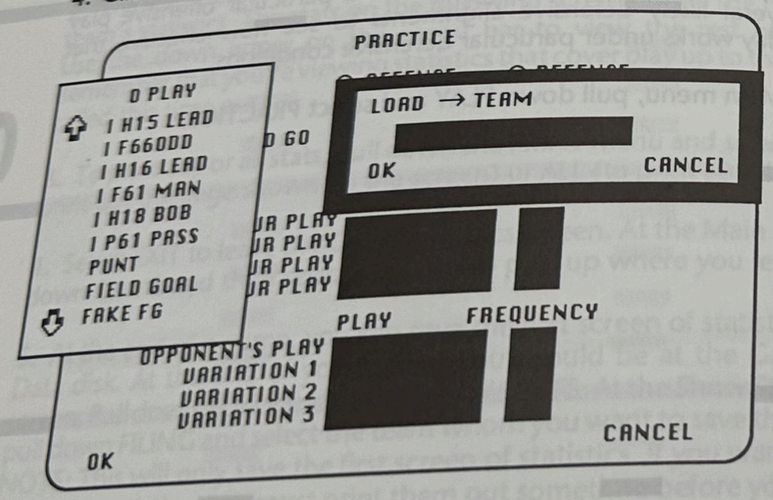
2. **Enter your Madden Season Ticket number.** On the codewheel, line up the Section with the Row and find your Seat number in the center of the wheel. Above the Seat number is a small window with your season ticket number; enter this number and press <Return>. If you don't get it right after the third time, you'll return to the Main menu screen.



2. Select OFFENSE or DEFENSE, depending on the type of play you want to practice.

3. Select whether you want the play to start on the offense's (OFF) or defense's (DEF) side of the field. Click in the box next to YARD LINE to change what yard line the ball is placed on; the yardage increases by increments of five.

4. Click on the first YOUR PLAY.



5. You'll see the Playbook box on the left side of the screen. Scroll up and down the Playbook box until you find the play you want to practice. Select a play by double clicking on it; its name will appear next to YOUR PLAY on the Practice screen.

6. Under TIMES PRACTICED, use your keypad to enter the number of times you want to practice the play and press <Return>. (To enter a single-digit number you need to lead it with a 0. For instance, to practice a play five times, type "05".) If you make a mistake, click on the box with your cursor to change the number or keep pressing <Return> until you highlight the box again.

7. Click on OPPONENT'S PLAY. You'll see a list of plays in the Playbook box; double click on the one you want. Under FREQUENCY, enter the number of times you want to execute this play.

8. If you entered more than one offensive play and/or more than one defensive play, the match up when you go to execute your practice play will be random.

9. If you want to try other plays, click on VARIATION #1 and you'll see the list of plays again. Choose another play and enter the frequency. You can have up to 3 variations (they all must be from the same Data disk).

10. Click on OK when done; the teams line up on the field in formation. Click to start play. As in a game, you can control players or just watch. Single step through a play by pressing the space bar. Observe how your offensive or defensive play works against the opponent's offensive or defensive formation.

11. When the play is complete, you'll return to the Practice screen. Click OK to run it again. If you want, change the TIMES PRACTICED or FREQUENCY. Click CANCEL when you're done and you'll return to the Main menu.

☞ All plays must be on the Data disk that is currently in the drive.